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| SFWR ENG 3Gc3 |
| SphereQuest |
| Project Documentation |
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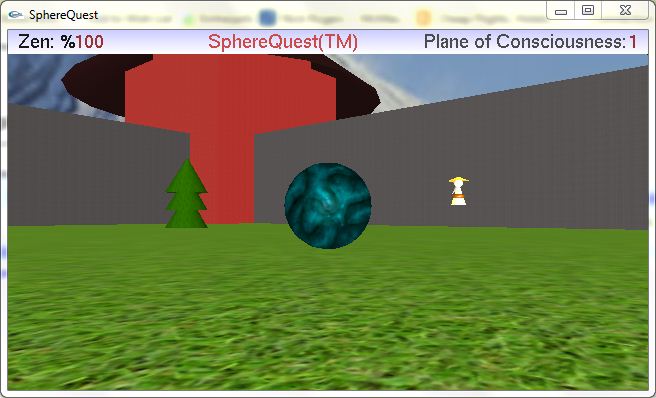
# Introduction

Welcome to SphereQuest! SphereQuest is a game designed to bring you inner peace by bringing you on a personal journey through your inner self. Find the wise men throughout the mazes and answer their riddles to ascend to a higher plane of consciousness!

# User Manual

Current Plane of Consciousness

Your Zen level



Obstacles

Wise man

Sphere (you!)

## Objective

The objective of SphereQuest is to reach the sixth Plane of Consciousness, where your spiritual journey is self-realization will come to an end. Before you can ascend to the next Plane, you must locate the wise man and successfully answer his riddle.

## Movement

To navigate the sphere through each Plane, simply press the arrow keys on your keyboard. The sphere will glide in the direction of the arrow key currently pressed.

The sphere is not allowed to simply move where it pleases. Throughout the maze, you will find obstacle which you cannot pass though – walls, trees, and temples. You may not move through wise men either, but it is easy enough to move around them.

## Riddles

Once you have successfully located a wise man, approach him to be asked a riddle, along with a choice of three answers. Search your soul and think carefully about the answer. Once you have made your decision, press the Function key that corresponds to your chosen answer – each answer is labelled with the key to press.

If you have chosen the correct answer, the sphere will move to the next Plane of Consciousness.